

Tasks Remaining in Rock Raiders NTSC

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- ✓ Put loading screens in blank sections. Could we improve the loading screens? **PRIORITY**
- ✓ Change grey loading box, animate if necessary? Possibly remove the message and replace with text on the image instead.
- ✓ 'Study the picture' changed to 'loading' - this section possibly too long. Could use the loading screen for this. The sequence should be as follows
 - ✓ Generic loading screen whilst puzzle is loading
 - ✓ Display puzzle picture in metallic border after puzzle loaded. 'Loading' and loading bar should still be displayed.
 - x 'Press X to scramble picture' and begin loading level
 - ✓ When level loaded 'Press START to begin'
- Could we improve loading times in general ?
- ✓ When Bandit swims in water only his head and shoulders should be visible
- Beef up SFX for more satisfying experience. Some pickups are currently weedy clicks. Bigger, fatter sounds. Frequency could pitch up for multiple pickups.
- ✓ Teleporting out at the end for greater sense of achievement.
- x Switch audio tracks on success if available.
- ✓ Fix crash bug, If a single character is required then he is always available and never in sick bay. Even if lost in the previous level.
- ✓ Change webs to TIMS's rather than HMD's
- ❖ Could redesign levels so that fewer webs are necessary, hence speeding things up.
- ✓ Collision problems due to radial collision on square boxes. Best to keep radius large, but will lead to greater incidences of collision.
- ✓ Arrange the display window so that all important information fits on screen
- ✓ Two player levels - multiple crystals, dynamite even better. Red crystal at end to mark the end of the level. Check at the end to see who has the most crystals/dynamite. If dynamite used there is the on screen record of amount collected.
- ✓ Try out archways
- Credits to change.
- ✓ Credits should only play through once.
- ✓ Make skips twice as durable, and still be essential
- ✓ Compound perhaps should be COMBO (for now COMBINED).
- x Jets trail - can we make it twice as thick, to emphasise jets extra jump ability.
- ✓ Training mission not start with sparks
- ✓ Crystal pick up scored separately for each of the players in 2 player mode.
- ✓ In two player levels, have a stats screen for no of crystals collected each, and the first player to reach the red crystal
- x End win conditions utilise the most dynamite collected = the winner.
- ✓ Several of the vehicles are extremely small and it is difficult to determine in which direction they are facing. The addition of a smoke trail with these vehicles would be beneficial. Try occasional puffs of smoke.
- ✓ BUG - SPARKS level & LAIR OF THE ROCK WHALE.CRASHES OUT in the editor
- ✓ Remove pattern borders off the sides of the screen
- ✓ Add extra information to show total amount of collectibles on level. The amount of ore will not be shown as it is not part of the mission brief
- ✓ Prevent SELECT from affecting the character select screen
- Change the default control method to be consistent for on foot and in vehicle control

GW7 Specific Tasks

- (GW7) Multiple pickups instead of single ones for greater reward.
- (GW7) to adjust levels so jumps may be more easily achieved.
- (GW7) Two player level problems. Redesign so that you don't have two large vehicles on the level. We cannot zoom out further without slowdown implications. (one land based, one flying or two flying)
- Levels are too blocky - Use modmaps carefully. Can be time consuming. GW7 to do this. Check to see if there are any collision issues.

- GW7 could utilise arches sparingly in areas where game play would not be affected
- GW7 to respawn collectibles where necessary
- GW7 to use landmarks where appropriate
- GW7 to edit mission descriptions so that everything fits on screen. Medals, crystals and text need to fit on screen without the need for scrolling